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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-CCC-UT-v0.1b-07 | | | | | | | |
| **Test Title** | | Unit Test on Character Creation & Customization Mechanics | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Character Creation & Customization (CCC) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Chris | | | **Execution Date** | | | 4 February 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of the Character Creation & Customization mechanics. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * Character artist is needed for assistance. * TESV\_v0.1b is prepared and ready to use. * A scene with Character Creation & Customization mechanics is prepared. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the test environment in the scene mentioned. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester move the sliders in each tab to test for their respective function labelled. | | - | Part of the model will scale according to the slider value. | |  |  | |  |
| 2. | Tester fine tune the slider value range if the model displays flaws and unnatural edges. | | - | The maximum and minimum range of values will not distort the model too much until it is unnatural. | |  |  | |  |
| 3. | Character artist need to inspect the model adjustments, ensure there are no flaws and unnatural edges. | | - | Each model inspected by the Character artist passes the test. If problem exists, more fine tuning is needed. | |  |  | |  |
| 4. | Repeats steps No. 1 to 3 with other models until all models covered. | | - | All models are able to scale well without being too distorted. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All models are able to scale well with the iterated slider value ranges without being distorted too much. | | | | | | | | | |